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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
10/697,939	10/31/2003	Toshiaki Suzuki	723-1448	8931

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NIXON & VANDERHYE, PC
901 NORTH GLEBE ROAD, 11TH FLOOR
ARLINGTON, VA 22203

EXAMINER

RADA, ALEX P

ART UNIT	PAPER NUMBER
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3714

SHORTENED STATUTORY PERIOD OF RESPONSE	MAIL DATE	DELIVERY MODE
3 MONTHS	04/10/2007	PAPER

Please find below and/or attached an Office communication concerning this application or proceeding.

If NO period for reply is specified above, the maximum statutory period will apply and will expire 6 MONTHS from the mailing date of this communication.

Office Action Summary

Application No.

10/697,939

Applicant(s)

SUZUKI, TOSHIAKI

Examiner

Alex P. Rada

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-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) OR THIRTY (30) DAYS, WHICHEVER IS LONGER, FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

- 1) ☒ Responsive to communication(s) filed on 05 March 2007.
- 2a) ☐ This action is FINAL. 2b) ☒ This action is non-final.
- 3) ☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

- 4) ☒ Claim(s) 1-37 is/are pending in the application.
- 4a) Of the above claim(s) _____ is/are withdrawn from consideration.
- 5) ☐ Claim(s) _____ is/are allowed.
- 6) ☒ Claim(s) 1-7, 12-26 and 31-37 is/are rejected.
- 7) ☒ Claim(s) 8-11 and 27-30 is/are objected to.
- 8) ☐ Claim(s) _____ are subject to restriction and/or election requirement.

Application Papers

- 9) ☐ The specification is objected to by the Examiner.
- 10) ☐ The drawing(s) filed on _____ is/are: a) ☐ accepted or b) ☐ objected to by the Examiner.
Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).
Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).
- 11) ☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

Priority under 35 U.S.C. § 119

- 12) ☒ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).
- a) ☒ All b) ☐ Some * c) ☐ None of:
1. ☒ Certified copies of the priority documents have been received.
2. ☐ Certified copies of the priority documents have been received in Application No. _____.
3. ☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

* See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

- 1) ☒ Notice of References Cited (PTO-892)
- 2) ☐ Notice of Draftsperson's Patent Drawing Review (PTO-948)
- 3) ☒ Information Disclosure Statement(s) (PTO/SB/08)
Paper No(s)/Mail Date 12/31/03, 3/5/07
- 4) ☐ Interview Summary (PTO-413)
Paper No(s)/Mail Date. _____
- 5) ☐ Notice of Informal Patent Application
- 6) ☐ Other: _____

DETAILED ACTION

In response to the Preliminary Amendment filed January 3, 2007 wherein applicant amends claims 1-3, 5-7 and 9-19, adds new claims 20-37, and claims 1-37 are pending in this application.

Claim Objections

1. Claim 19 is objected to under 37 CFR 1.75(c), as being of improper dependent form for failing to further limit the subject matter of a previous claim. Applicant is required to cancel the claim(s), or amend the claim(s) to place the claim(s) in proper dependent form, or rewrite the claim(s) in independent form. Claim 19 fails to further limit the gaming system as recited in claim 1.

Claim Rejections - 35 USC § 102

2. The following is a quotation of the appropriate paragraphs of 35 U.S.C. 102 that form the basis for the rejections under this section made in this Office action:

A person shall be entitled to a patent unless –

(b) the invention was patented or described in a printed publication in this or a foreign country or in public use or on sale in this country, more than one year prior to the date of application for patent in the United States.

3. Claims 1-7, 12-26 and 31-37 are rejected under 35 U.S.C. 102(b) as being anticipated by Fujimoto et al. (US 6,238,291).

Regarding claims 1 and 20, Fujimoto et al discloses a game system comprising a first display control programmed logic circuitry for causing first game space to be displayed on the first display (figure 2; where a first display is shown); and a second display control programmed logic circuitry for causing a second game space, different from the first game space to be displayed on the second display (figure 2; where a second display from a portable game machine is shown), wherein based on a virtual positional relationship between the first game space and the second game space, the second

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display control programmed logic circuitry being operable to cause a related image of an object located in the first game space to be displayed on the second display (figures 9A and 9B; where a general display of four game players playing a game is shown on the main display and on the portable game devices are the individual player hands shown).

Regarding claims 2 and 21, Fujimoto et al discloses wherein the first display control programmed logic circuitry causes only the first game space to be displayed in the first display, and the second display control programmed logic circuitry causes only the second game space to be displayed on the second display (figures 9A and 9B; where a general display of the game is shown on and on the portable game device is the individual player hand shown).

Regarding claims 3 and 22, Fujimoto et al discloses the object is a player character controllable by a player (figures 9A and 9B; wherein the hand being played by the player is the player character being controlled by a player).

Regarding claims 4 and 23, Fujimoto et al discloses the object is a moving object (figures 9A and 9B; wherein tiles or game pieces moved is the moving object).

Regarding claims 5 and 24, Fujimoto et al discloses judging programmed logic circuitry for judging predetermined conditions are satisfied (figure 11); and moving programmed logic circuitry for moving when determining programmed logic circuitry determines that the predetermined conditions are satisfied, a player character between the first game space and the second game space; wherein determining programmed logic circuitry determines whether the player character is located in the first game space or the second game space and wherein when the determining programmed logic circuitry determines that the player character is located in the first game space, the first display control programmed logic circuitry causes the player character to be displayed on the first display and when the determining programmed logic circuitry determines that the player character is located

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in the second game space, the second display control programmed logic circuitry causes the player character to be displayed on the second display (figures 9-11 and col. 10, line 36 – col. 11, line 64; wherein during a players turn the main display shows which player is active or playing and on the portable game machine a player would take his turn at play of the game and when the current player is done then the next player is then activated).

Regarding claims 6 and 25, Fujimoto et al discloses wherein the second display control programmed logic circuitry causes a related image of an object located in the first game space but not located in the second game space to be displayed on the second display (figures 9A-9B; where each of the other player scores are not displayed on the portable game machine).

Regarding claims 7 and 26, Fujimoto et al discloses the first display control programmed logic circuitry includes a first storage section for storing data used for displaying the first game space (figure 1; where a first storage device is shown), the second control programmed logic circuitry includes a second storage section for storing data used for displaying the second game space (figure 1; where a second storage device is shown), the first storage section stores object data for displaying an object located in the first game space but not located in the second game space (figures 9A-9B; where each of the players scores are shown on each of the portable game machine), the second storage section stores related image display data for displaying a related image of the object located in the first game space but not located in the second game space (figures 9A-9B; where each of the other player scores are not displayed on the portable game machine), and based on the related image display data, the second display control programmed logic circuitry causes the related image of the object located in the first game space but not located in the second game space to be displayed on the second display (figures 9A-9B; wherein all of the other players hands are not shown on the portable game machine).

Regarding claims 12 and 31, Fujimoto et al discloses the second display control programmed logic circuitry changes a size of the related image in accordance with a virtual relative positional relationship between the object located in the first game space and the second game space (figure 9A-9B; where each of the portable game machine displays only single players hand on the portable gaming machine).

Regarding claims 13 and 32, Fujimoto et al discloses a first game machine for generating image data representing the first game space and outputting the image data to the first display (figure 1; where a first gaming machine is disclosed); and a second game machine for generating image data representing the second game space and outputting the image data to the second display (figure 1; where a second gaming machine is disclosed).

Regarding claims 14 and 33, Fujimoto et al discloses the second game machine obtains a position in the first game space of the object located in the first game space from the first game machine and, based on the obtained position, causes the related image to be displayed on the second display (figures 9A-9B; wherein during a players turn the main display shows which player is active or playing and on the portable game machine a player would take his turn at play of the game and when the current player is done then the next player is then activated).

Regarding claims 15 and 34, Fujimoto et al discloses the second game machine includes predicting programmed logic circuitry for predicting a position in the first game space of the object located in the first game space and, based on the predicted position, causes the related image to be displayed on the second display (figures 1-3 and 9A-9B; where the predicted position is a players turn to play the game).

Regarding claims 16 and 35, Fujimoto et al discloses the second game machine stores a motion pattern of the object located in the first game space and based on the motion pattern, the

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predicting programmed logic circuitry predicts a position in the first game space of the object (figures 1-3 and 9A-9B; where the portable game machine has the game program as the first game machine which has a pattern of playing the game on both the first game machine and second game machine).

Regarding claims 17 and 36, Fujimoto et al discloses the second game machine stores in advance a position of a fixed object fixedly located in the first game space and based on the position, causes the related image of the fixed object to be displayed (figures 9A-9B; where fixed object is an unrevealed tile or game piece, where when a tile is discarded the tile is revealed to the other players).

Regarding claims 18 and 37, Fujimoto et al discloses the second game machine is a portable game machine including the second display (figures 1-3 and 5; where a second game machine is shown with a display).

Allowable Subject Matter

4. Claims 8-11 and 27-30 are objected to as being dependent upon a rejected base claim, but would be allowable if rewritten in independent form including all of the limitations of the base claim and any intervening claims.

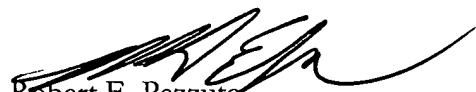
Conclusion

Any inquiry concerning this communication or earlier communications from the examiner should be directed to Alex P. Rada whose telephone number is 571-272-4452. The examiner can normally be reached on Monday - Friday, 08:00-16:00.

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If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Robert Pezzuto can be reached on 571-272-6996. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see <http://pair-direct.uspto.gov>. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free). If you would like assistance from a USPTO Customer Service Representative or access to the automated information system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1000.


Robert E. Pezzuto
Supervisory Patent Examiner
Art Unit 3714


APR